

Fig. 1 (Prior Art)

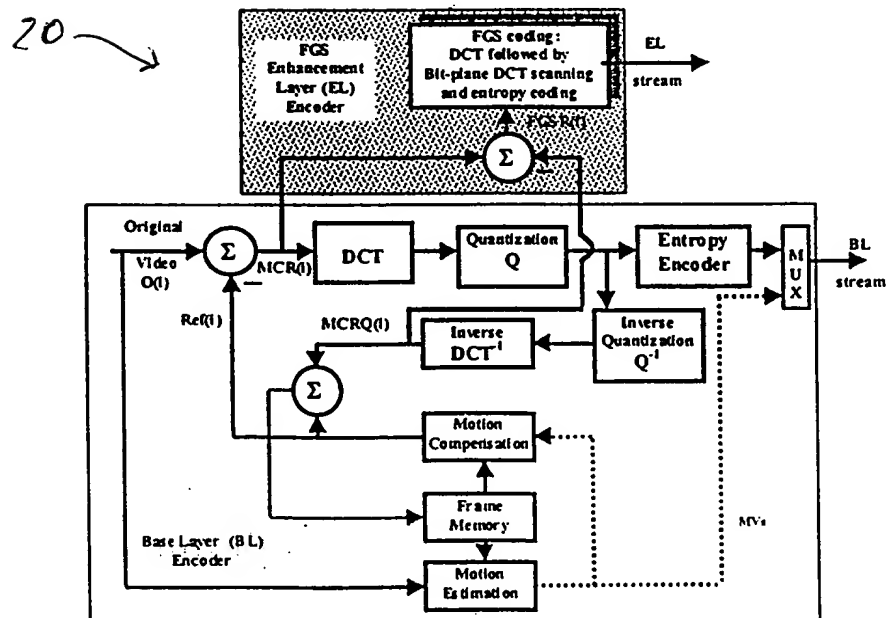


Fig. 2 (Prior Art)

30

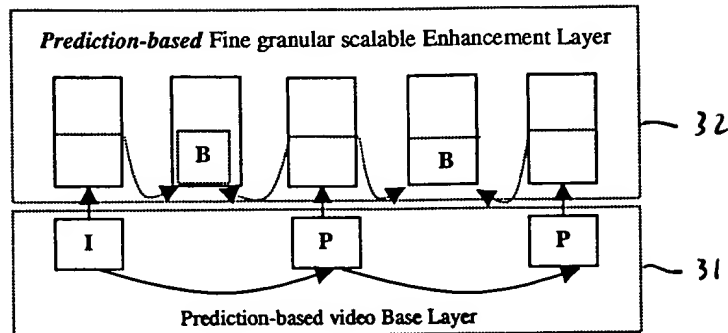


Fig. 3A

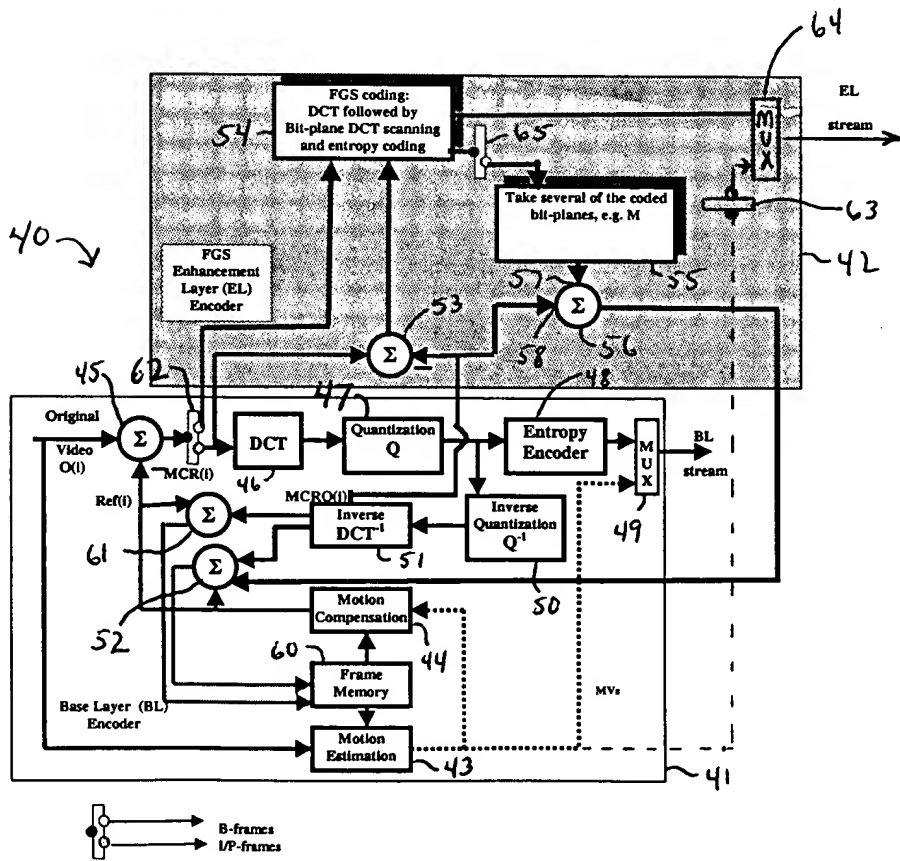


Fig. 4

100

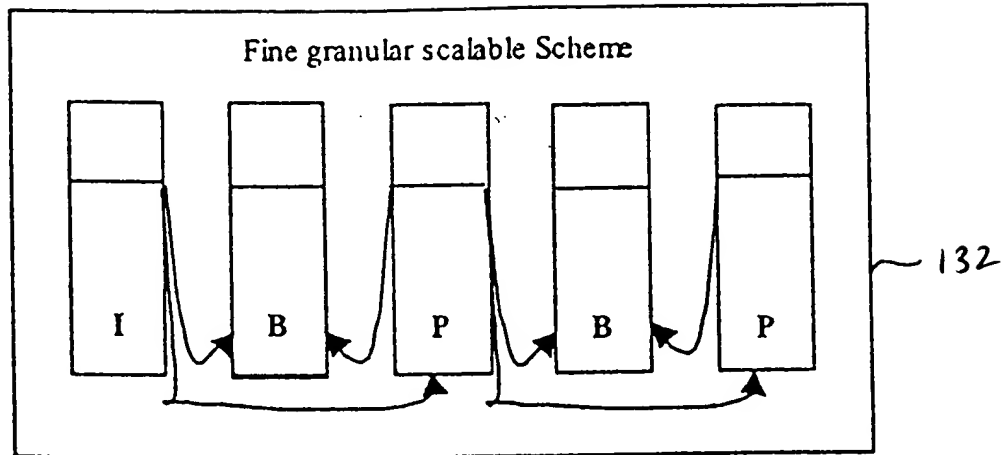


Fig. 3B

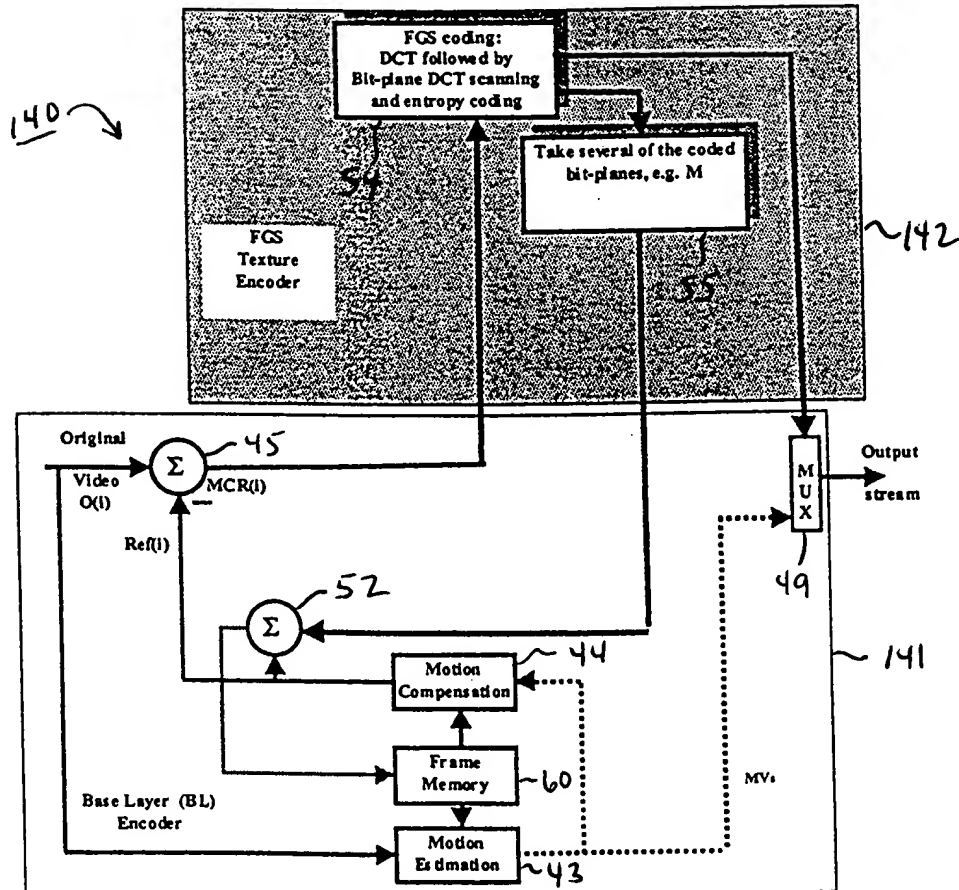


Fig. 5

Fig. 5 is a block diagram of a video encoding system. The system includes an FGS Texture Encoder (54) and an FGS coding block (55) which performs DCT followed by Bit-plane DCT scanning and entropy coding. The FGS coding block outputs several coded bit-planes, e.g., M. The system also includes a Base Layer (BL) Encoder, Motion Estimation (43), Motion Compensation (44), Frame Memory (60), and a Multiplexer (MUX, 49). The Base Layer Encoder takes the Original Video O(i) and a reference frame Ref(i) as input. The Motion Estimation block takes the Base Layer Encoder output and outputs motion vectors (MV). The Motion Compensation block takes the MV and outputs a compensated frame. The compensated frame is added to the Base Layer Encoder output at a summing junction (52). The output of the summing junction (52) is then added to the original video at another summing junction (45) to produce the final output stream. The FGS coding block (55) also receives input from the Base Layer Encoder and outputs to the Multiplexer (49).

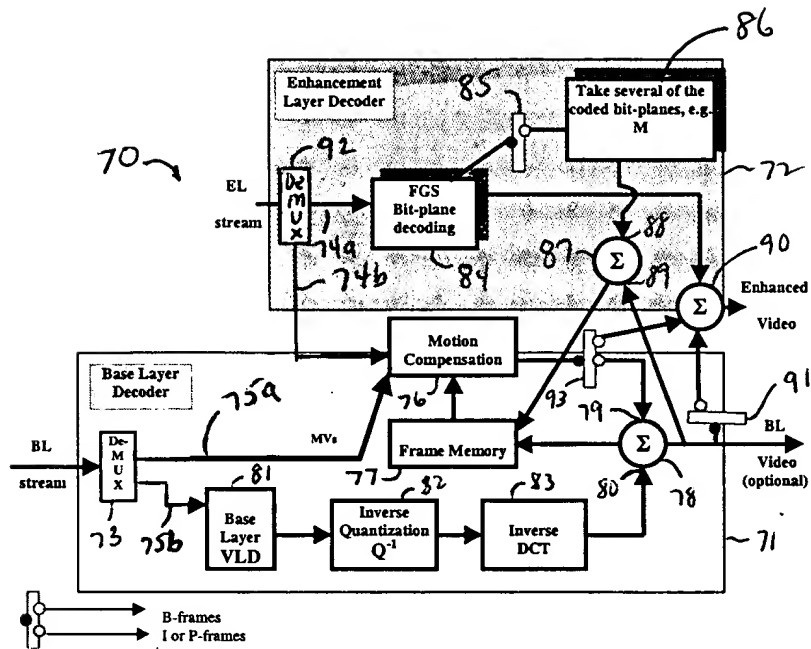


Fig. 6

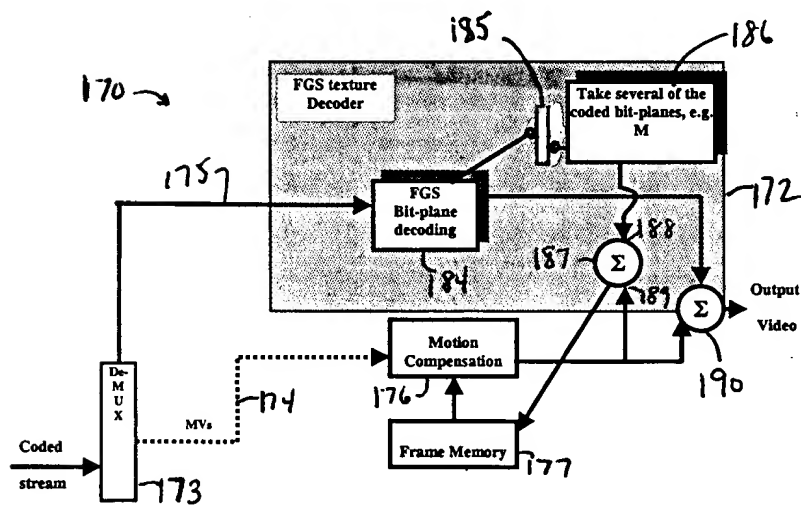


Fig. 7

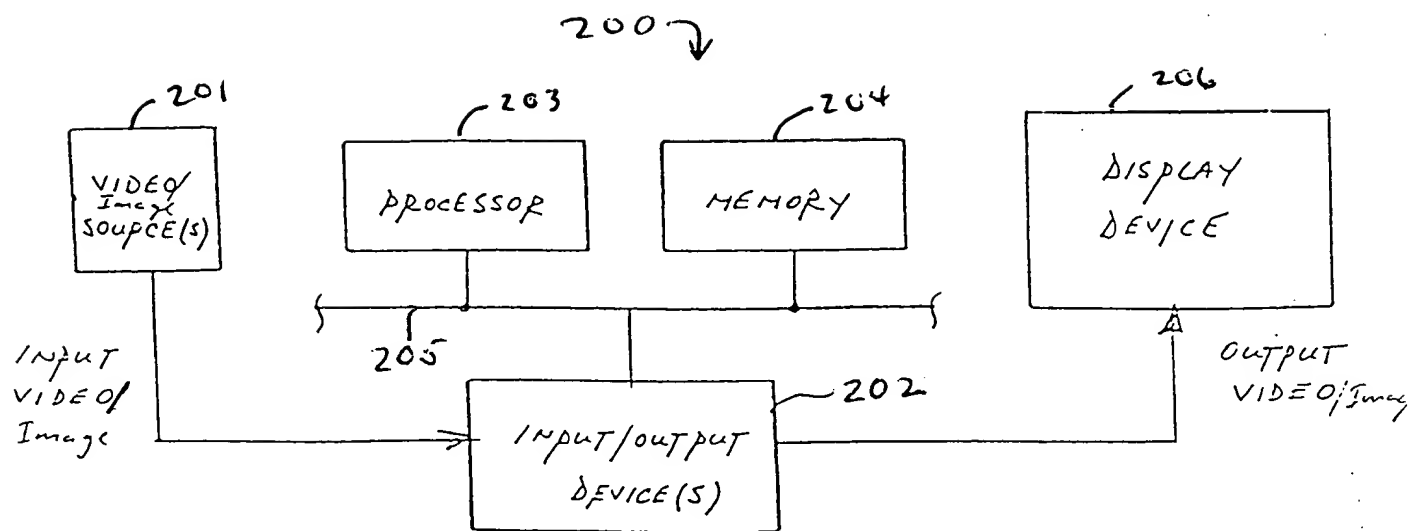


Fig. 8